

FEASTA



Project Phase I

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Introduction

01

Introduction

Purpose

This document outlines the software requirements and specifications for FEASTA, an iOS and Android application that allows students of St. John's University to locate events around campus that offer free food.

This document will describe the features of the software and specify requirements needed to run the software and possible constraints.



Project Scope

This system will enable St. John's University students to locate events that are offering free food throughout the campus. FEASTA will use an active internet connection allowing organizations to post about their events in real time, as well as enable the guests ("diners") of the app to search for the food they are interested in.



Overall
Description

02

Overall Description

Product Perspective

FEASTA will utilize a database that stores user (including diner and event promoter) and event information. It will allow a diner-user to login, select preferences, search for, view and comment on events. On the other hand, it allows promoter-users to post about and edit an event that has free food.



Overall Description

User Classes and Characteristics

- promoters and diners

Operating Environment

- Android 4.4 (KitKat, API 19) and iOS 11

Design and Implementation Constraints

Operating Environment

- Internet Connection

Use of FEASTA is dependent on an internet connection

- Up to Date Devices/OS

Use of FEASTA is dependent on a mobile device with a current operating system.

- Validity of Organization's Email Address

The only source we will rely on for organization verification is StormSync, In the worst case when the email address is not on StormSync, SWEET will attempt contacting the Student Government, Inc.



- a. Student verification - If the user tries to sign up with a non .edu email, account creation will fail and access to the application will be denied.
- b. Location Limits - At the time of this document's creation, FEASTA is only available for St. John's University - Queens Campus. Students from other campuses will not be able to view events taking place on their campus.
- c. Organization verification - the Sweet team will have to check the email address that requested access against a list of known organization email addresses retrieved from an authority at St. John's.
- d. Analytics - Unless a person has hosted more than 5 events, they will not have access to personalized data analytics. They will only be permitted to view a general dashboard.



System
Features

03

Features 1: Sign up

Description and Priority: The user will create an account with a valid stjohns.edu email. They will receive a confirmation email when signed up successfully. Otherwise, if address is not valid, they will see an error message denying app access

Data Flow:

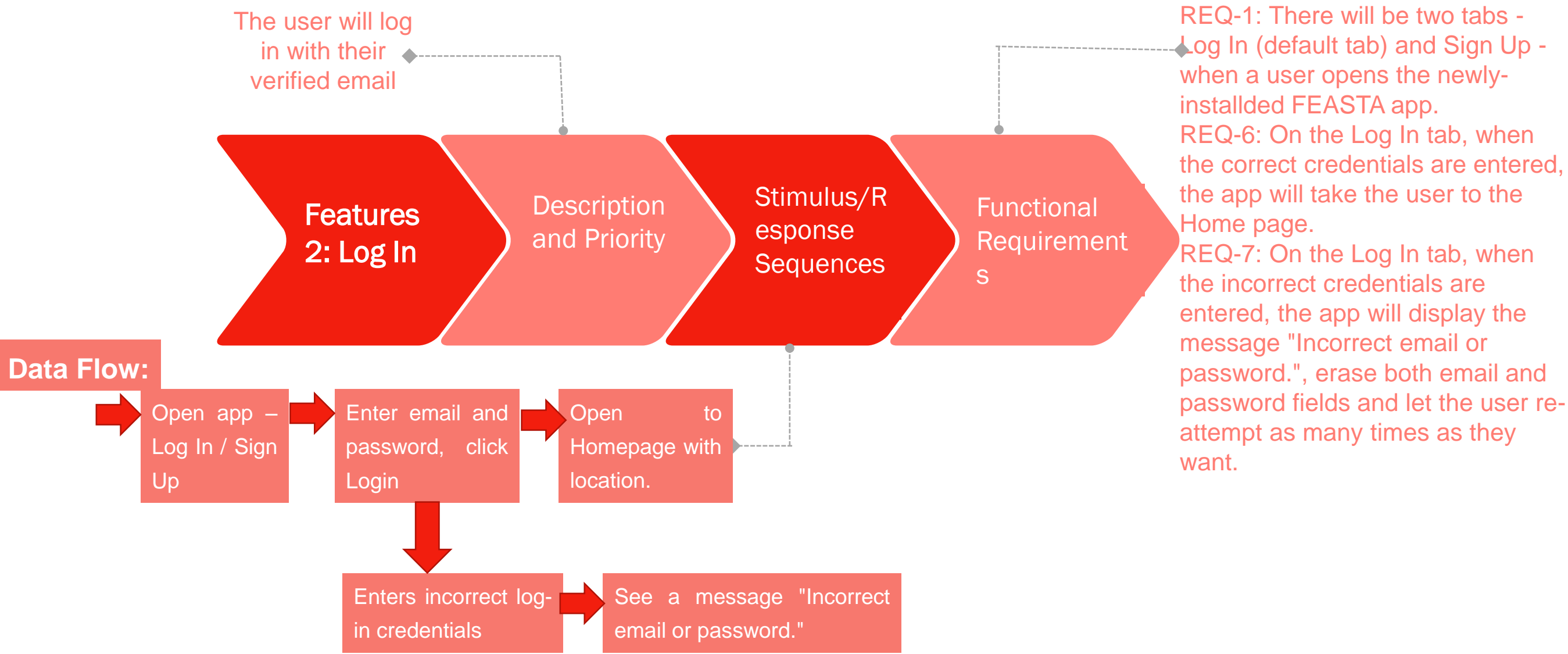


Features 1: Sign up

Functional Requirements

- REQ-1: There will be two tabs - Log In and Sign Up - when a user opens the newly-installed FEASTA app.
- REQ-2: The email address entered by the user will be verified to make sure it is an (1) existing and (2) stjohs.edu address.
- REQ-3: When the email address is valid, and is not associated with an existing FEASTA account, a new account in the system will be created for this user. A confirmation email is sent to user's inbox. The confirmation screen in the app will display the message "A confirmation email has been sent to you!" and a button "Find me free food" that will take user to the app's Home page.
- REQ-4: When the email address entered is not valid, the app will display an error message "You are not eligible to use this app. Must be a St. John's University student and must use a valid school address". The message will disappear when the user taps outside of it.
- REQ-5: When the account already exists, the app will display "This account already exists. Please sign in instead." The message will disappear when the user taps outside of it.

System Features



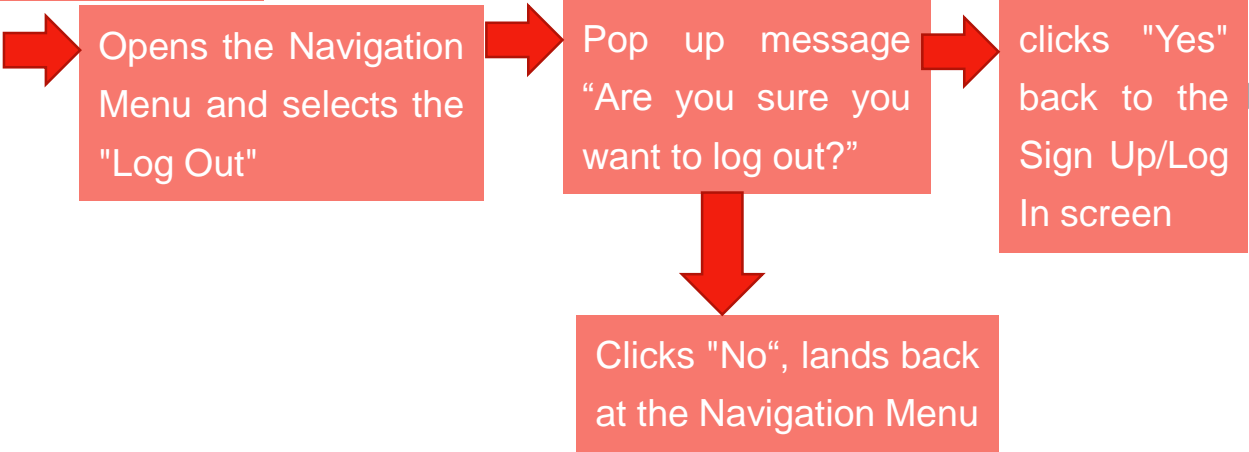
System Features

While logged in, the user can log out of the app anytime by opening the Navigation Menu and selecting the "Log Out" option. A message pop-up will ask user to confirm their action before actually logging them out.



REQ-8: The Navigation Menu has the "Log Out" option.
REQ-9: Before the user logs out, a message pop-up will ask the user to confirm their action "Are you sure you want to log out?" This pop-up has two clickable buttons "Yes" and "No"
REQ-10: When user confirms their log out action, they are taken to the Sign Up/Log In screen.

Data Flow:



System Features

The user will select a building on campus to see events taking place there

Features 4: Browse by location

Description
and Priority

Stimulus/R
esponse
Sequences

Functional
Requirements

REQ-11: The Home page displays names of buildings on campus. These names are tappable.

REQ-12: Tapping on one of the locations takes the user to the event feed. User can click Back to go back to the Home page.

REQ-13: The event list always displays events up to 11:59pm that day, sorted by time (most imminent first). Each entry in the list includes a thumbnail of the food image, the Event Name (most prominent info), time (start and end), room number, and diners' ratings (5 star scale).

Data Flow:

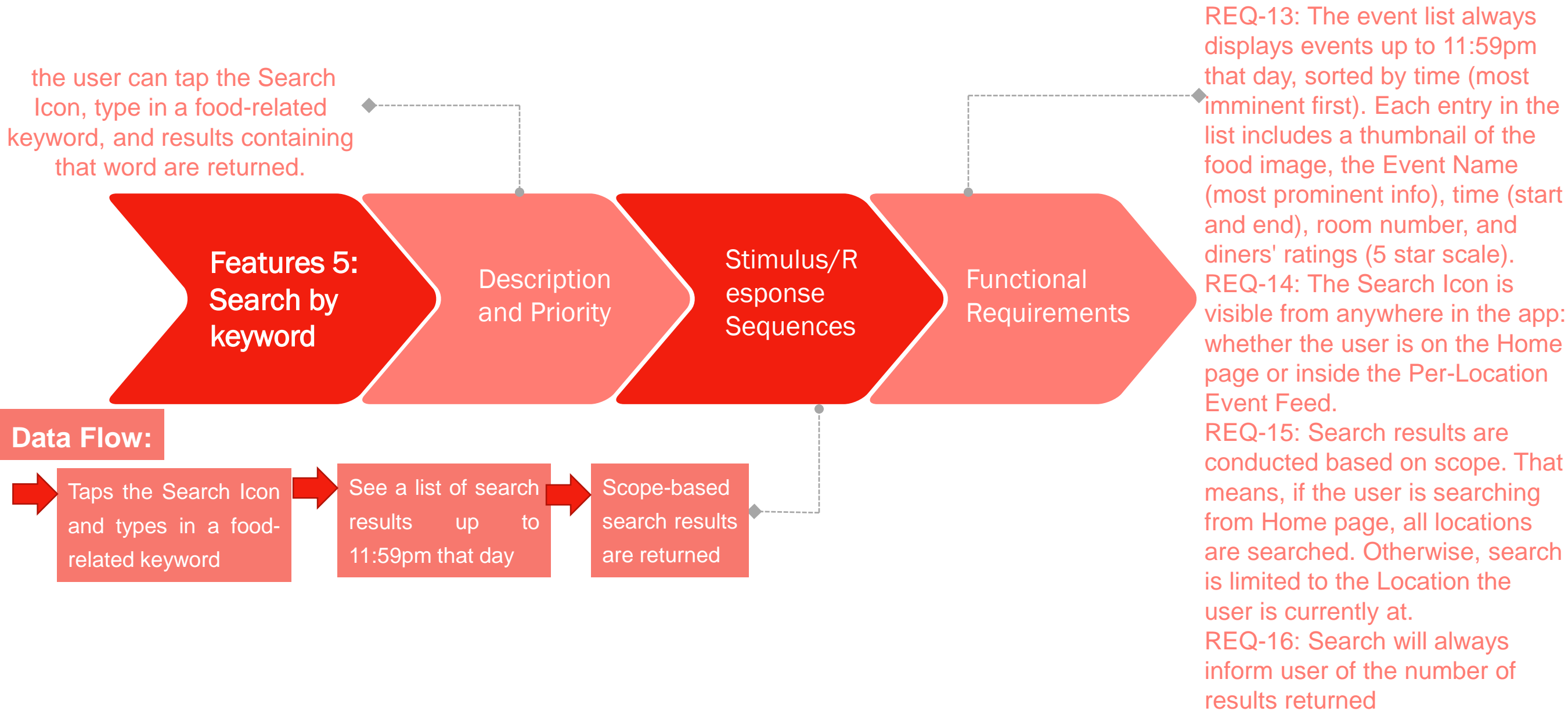
Open app lands at the Home page that displays many names of buildings on campus

Tap locations to the event feed: a list of event entries.

Displays events up to 11:59pm that day, sorted by time

Click Back to go back to the Home page.

System Features

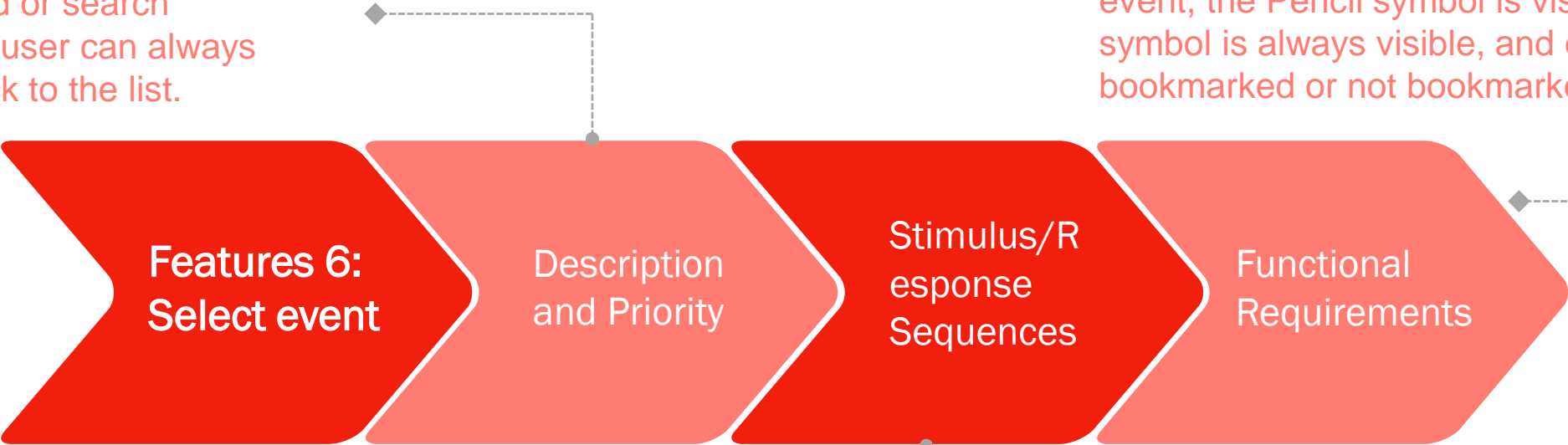


System Features

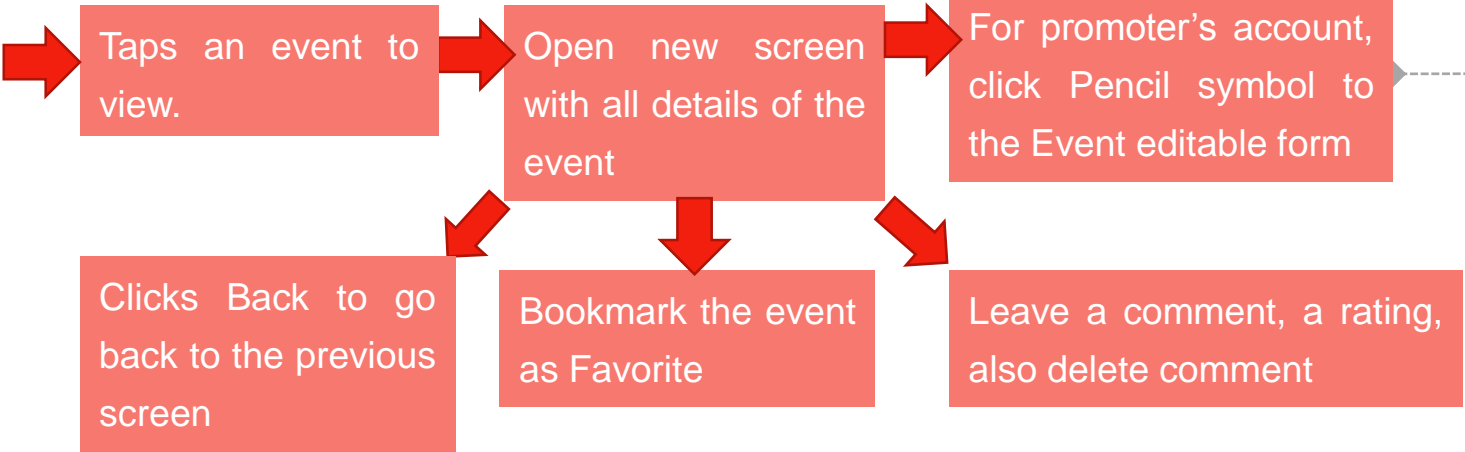
The user selects an event to view from the search results or location listings

The user taps an event from either the per-location feed or search results to view. The user can always click Back to go back to the list.

- REQ-17: An Event Detail screen will display the Event Name (most prominent), organization name, time (start and end), room number, food type(s) and food image(s), diners' ratings (5 star scale) and comments. If the user is the promoter of that event, the Pencil symbol is visible. The Bookmark symbol is always visible, and displayed as bookmarked or not bookmarked.



Data Flow:



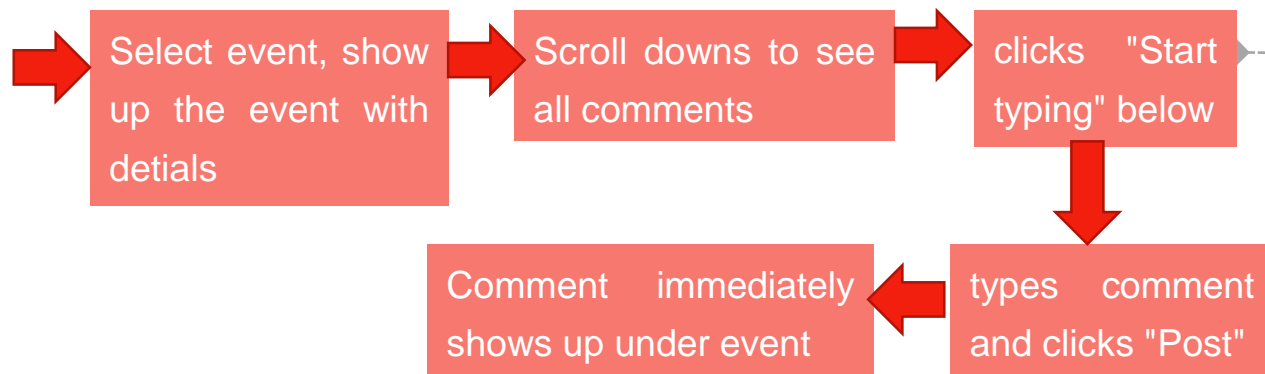
System Features

From the Event Detail screen, the user can give opinions or ask questions about an event

REQ-18: The clickable "Start typing" box is located below all comments (if any). When user clicks on it, they can start typing and clicks "Post" after done.



Data Flow:



System Features

The user can delete or edit a comment that they posted

REQ-19: At their comment, user can slide left to view Delete and Edit options. Taping Delete will remove the comment immediately. Tapping Edit will allows user to type. User clicks "Post" after done typing to update the comment. Comment's timestamp is kept as original



Data Flow:



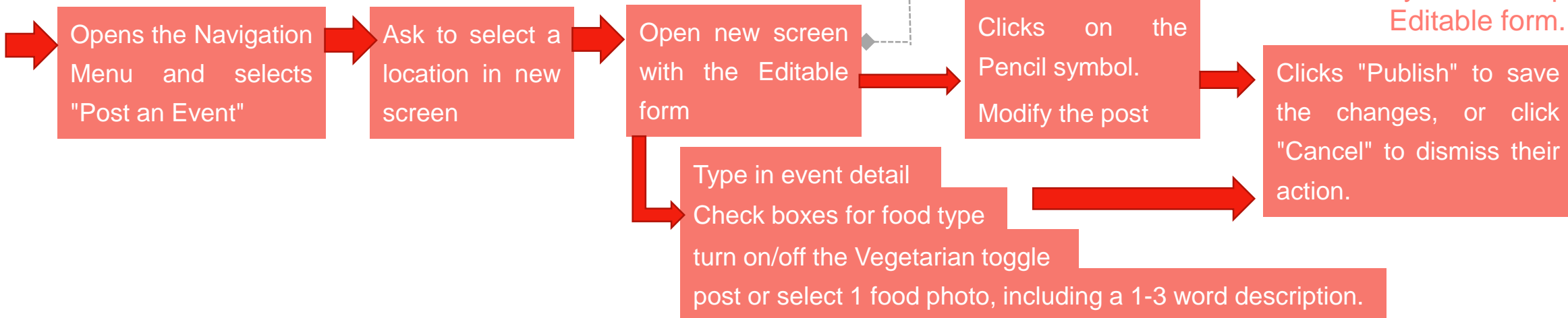
System Features

The promoter-user can post and edit an event that they posted.



- REQ-8: The Navigation Menu has the following options: "Set My Preferences", "Log Out", "About", "Post an Event", "View Analytics"
- REQ-20: When the user wants to post an event, the first screen will ask for the location. The next screen is an Editable form where user can type in event details check boxes for food type(s) turn on/off the Vegetarian toggle, post or select 1 food photo, including a 1-3 word description. After done, user can click "Publish" and get taken to the Event Detail screen, or click "Cancel" to dismiss their action.
- REQ-21: Clicking on the Pencil symbol will open the Event Editable form.

Data Flow:



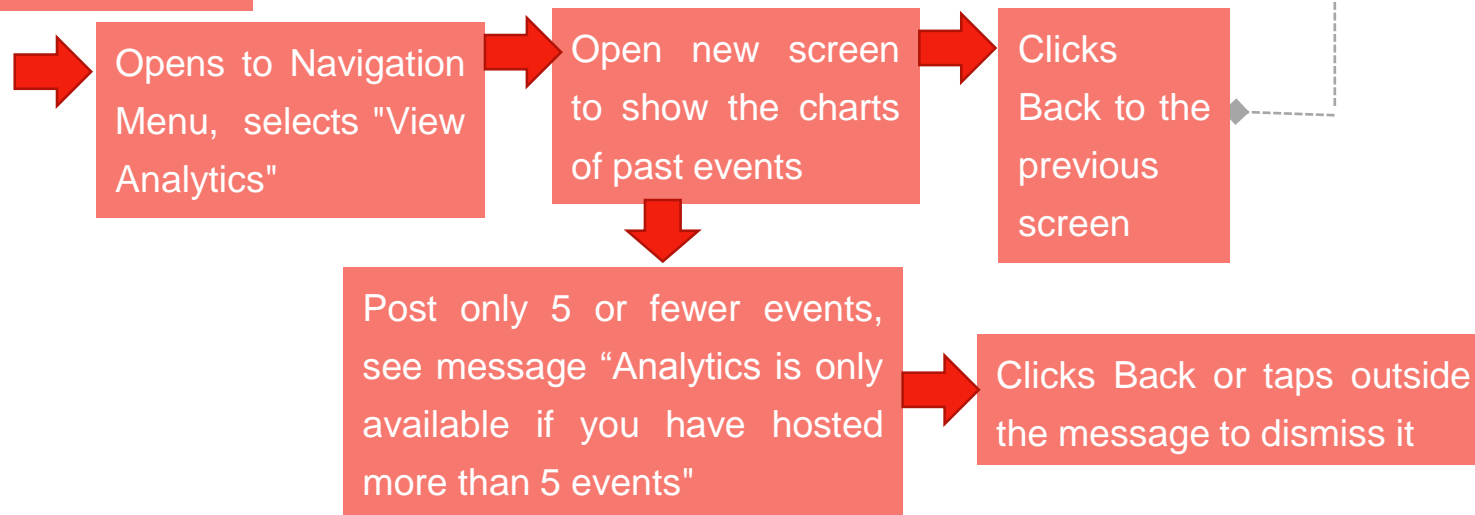
System Features

Promoter-users can have posted more than 5 events can view analytics.



REQ-8: The Navigation Menu has the following options: "Set My Preferences", "Log Out", "About", "Post an Event", "View Analytics" (the last two options are only visible to promoter's accounts). REQ-22: If the user has posted more than 5 events, they will be able to see the charts of past events, showing aggregate event ratings by location, time, and food type. Otherwise, they will see the message pop-up "Analytics is only available if you have hosted more than 5 events." They can click Back or tap outside the message to dismiss it.

Data Flow:



System Features

If the user has bookmarked an event before, the app will notified them 30 minutes before the event's start time.

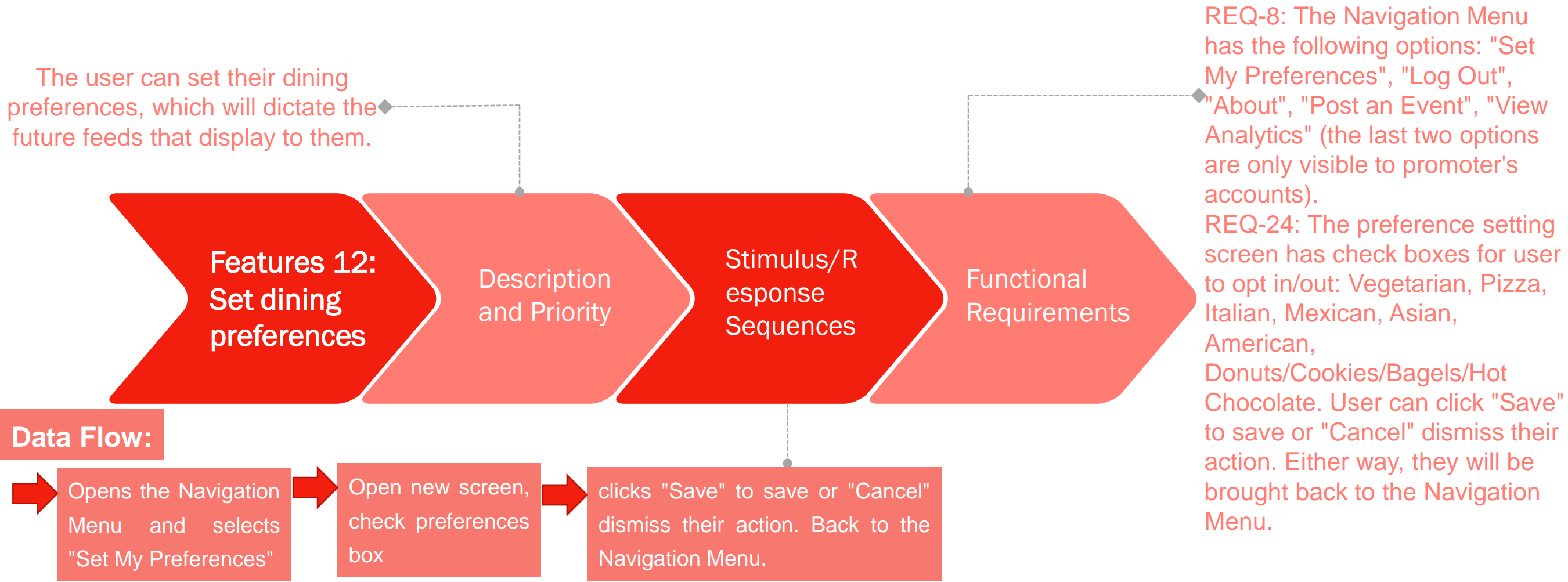


REQ-23: The app keeps track of user's bookmarks and sends a notificatoin to the user's phone system 30 minutes before the event's start time. When the user taps on the notification, the app will bring up the Event Detail page.

Data Flow:



System Features



System Features

The user can rate the app, learn more about the app, or get help via an FAQs or direct email to the SWEET team.

Features 13:
Access help

Description
and Priority

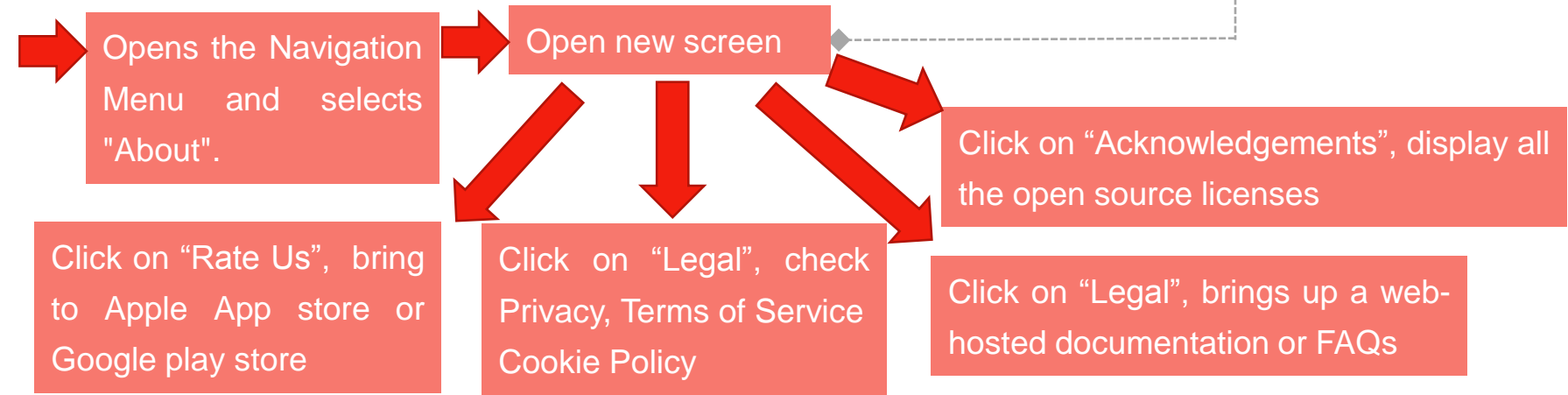
Stimulus/R
esponse
Sequences

Functional
Requirements

REQ-8: The Navigation Menu has the following options: "Set My Preferences", "Log Out", "About", "Post an Event", "View Analytics" (the last two options are only visible to promoter's accounts).

REQ-25: Nested under "About" are Rate Us, Legal, Help, and Acknowledgements. Clicking on Rate Us will bring up the app page on Apple App Store or Google Play Store. Clicking on Legal will display Privacy, Terms of Service, and Cookie Policy documents. Clicking on Help will bring up a web-hosted FAQs, or bring up the default email app with SWEET's email address and email subject prefilled. Clicking on Acknowledgements will bring up a screen with all the open source licenses (if the SWEET team use any).

Data Flow:





External Interface Requirements

04

External Interface Requirements

User Interfaces

The interface for promoter user will be comprised of a main home page where the user can view all the free-food events, and the search box on top can filter the search result based on their food preferences. The homepage also contain a side menu which allow user the post the event and check the analytic

The diner user will have an interface based on similar design principles, but can only use the event post feature once being verified to be a promoter user.



Communications Interfaces

Internet connection is required to download the app to the user's mobile device. Connection to the Internet is also needed whenever the user uses the app because (s)he will be interacting with the online database.


The Law of Free Food:

$$\text{Food Taste} = \frac{\text{Food Quality} \times \text{Hunger}}{\text{\$ Cost}}$$



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Other
Nonfunctional
Requirements

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Other Nonfunctional Requirements



- App's cold start should not exceed ... seconds.
- Search results are returned within ... seconds.
- Event listings are updated every ... minutes.

Performance Requirements

- Only users with existing stjohns.edu email addresses can access.
- The "Edit an event" button is only available to the event's promoter,
- The "Contact the organization" button is NOT available to the event's promoter. It is only available if the event's promoter enables it when he/she creates this post.

Security Requirements

- Disconnecting when posting
- Deleting or modifying an event is only available up to 30 minutes before the event's start-time,
- It is possible that two users might post about the same event, To prevent this kind of duplicate event postings

Safety Requirements

Things like benefits/contracts from SJU or SGI or orgs and stuff??

Legal Requirements - DON'T KNOW IF NEEDED





Thank You!

QUESTIONS?